

KICKBALL RULES:

Rule 1: Facility

1. All games will be played at District 2.4.9, weather permitting.

Rule 2: Team Composition

1. A team can begin with as few as six players, but the maximum number of players in the field is 9. Teams can choose to bat up to 14 players or bat the 9 field players. Based on each team size, teams must be comprised of the following gender combinations:
 - o 9 players - 5 males and 4 females, 4 males and 5 females
 - o 8 players - 4 males and 4 females
 - o 7 players - 4 males and 3 females, 3 males and 4 females
2. If a team is playing with an uneven number of each gender, the players of the outnumbered gender will advance one spot in the batting order each time through the order.
 - o Example - Batting order for a team with 5 males and 4 females: Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 4, Male 5, Female 1, Male 1, Female 2 etc.
 - o A Line up must be provided to umpire for playoffs to ensure kick order is followed.
3. Age requirement for the Kickball Team must be 21 or older.
4. If a team fails to provide a roster they will not be eligible for Playoffs.

Rule 3: Equipment

1. All players must wear athletic shoes or turf shoes or Rubber cleats. Metal spikes/cleats or shoes with detachable metal cleats are not allowed.

Rule 4: Game Time and Length

1. All matches will start at their designated times.

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2. *The game shall consist of 7 innings or a 45-minute time limit, whichever may occur first. No new inning will start after the 45-minute time limit.*

Rule 6: Ground Rules

1. A coin toss or Paper/Rock/Scissors will determine the home and away teams.
2. Teams will be allowed to kick fewer than what it started with without taking an out if an injury occurs to a player in the line-up during the game.
3. Any nine players from the line-up can play in the field each inning.
4. A game that is tied at the end of seven innings or 45 minutes, will have one additional inning played where the last Kicker out starts @ 2nd base. If it is still a tie after the additional inning, then a tie will be called. Although, once we are in playoffs – no ties will be allowed.
5. Teams will start with a 0-0 count.
 - The second foul ball with two strikes will be considered an out.
 - A strike will be called if the ball touches any part of the lines on either side of the plate, as it is crossing the plate.
 - If a ball is kicked and it hits the yellow fence line and bounces over then it is a Home Run, If the ball hits yellow and bounces in, or caught it is counted as a live ball.
 - All kickers must be behind/even with home plate when contacting the ball (If a ball is kicked with the runner beyond home plate, a "over" call will be made by the ump and the play is played.) If the result is a out then it stands, anything else is re-kicked.

Bunting: Bunts are allowed in a game. Infielders are allowed to play even with the pitchers rubber, but can not go past this point until contact with the ball is made. A bunted ball must travel outside of the kickers circle at the minimum. Outfielders must still play behind the dotted fielders line.

6. An out for a kicker can be made in the following ways:
 - After three strikes are called (this includes your second foul ball after 2 strikes).

- Fly balls caught in fair or foul territory. A runner can still tag up to advance bases
 - Ground balls fielded to a base for a force-out. Refer to MLB rules for further explanation.
 - Hitting a homerun after your team's limit has been reached.
 - Runner does not run through Safety Bag, Rounding off to foul line.
 - A base runner runs outside the baselines.
 - Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).
 - The ball can be thrown at the runner as long as the throw is **below the shoulders**. A ball that hits a runner's head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)
7. A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker. PENALTY: The ball becomes dead, the pitch does not count, and the runner is out.
8. Pinch/courtesy runners are only allowed in cases of injury. *The pinch/courtesy must be the last person out on the team roster but must match the gender of the player needing a substitute. This makes the player pulled out of the game ineligible for re-entry, as it counts as a sub.*
9. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.
10. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball, *or is holding the ball*. In the event the defense obstructs a runner, the runner, and any other runners affected by the obstruction, will be awarded the bases he/she would have reached had there been no obstruction.

11. A **kicked ball** that strikes an advancing runner is considered dead and the struck runner is out. Even in the event the ball bounces before hitting a runner. The kicker will receive first base, and other runners may only advance if forced.
12. Defensive Outfield players must stay behind the Fielding Line until the ball is kicked. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base.
13. **Play stops when the ball is controlled in the by the pitcher inside the pitcher mound.**
14. A ball that is played by the defense and subsequently thrown out of play will result in the base runner(s) being awarded *the base they were going towards plus one additional base*.
15. There will be a 3-homerun limit per team per game. Although, once each team reaches three homeruns, additional homes will be granted on a 1 to 1 basis. After a team's limit is reached a homerun will be considered an out. **If the 3 homerun limit is reached and a ball bounces over the fence off the outfielder trying to make a catch then it is a counted as a double.**
16. There is a 5-run max for the first three innings, this rule drops after the third inning.
17. Any fair ball that bounces over the fence will be considered a automatic double.
18. One female must be positioned in the outfield at all times.
19. Pitching:
 - The ball must bounce twice before crossing the plate.
 - No curved pitching, only straight pitching allowed.
 - **The ball cannot be above Knee High when crossing the plate.**
20. The catcher must be behind the kicker and out of his/her way while the kicker is batting.
21. **The runner running to first base must run toward the orange safety bag. If a play is at 1st base, and the runner does not run toward the orange safety bag it is a automatic out. The 1st basemen or fielder must be on the white bag.**
22. Each team must turn in a team roster by week 3 of leagues. During regular season, teams can use subs from other teams. During playoffs, subs will not be allowed.
23. **If a player is not batting or playing in the field, they must remain out of the field of play. All players must behinde the fence. Teams will be allowed a 1st & 3rd base coach.**

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24. Team colors are not mandatory, but are appreciated!!!!
25. No jumping of the fence to get a foul ball or homerun. There are 2 openings by the dugouts and 2 gates in the outfield.
26. PLEASE JOIN THE FACEBOOK LEAGUE PAGE!!!!!!!
27. There must be at least one girl at each playing level at all times; i.e. 1 girl as the catcher or pitcher, 1 girl in the infield, 1 girl in the outfield. **unless there is more women than men on the team**
28. The pitcher must stay on the pitching circle until the ball is kicked. They can start a pitch from behind the pitchers mound
29. You must field a catcher and pitcher at all times.
30. If a male is walked, he and the next batter get an automatic walk.
31. **A good showing of Sportmanship is expected. If a player is given 2 warnings, the 3rd is a ejection from the game. If any member of the team at any point is thrown out 2 times, then they are permanently out for the of league play. District 249 provides these leagues for fun, adult, recreational sports. They are not meant to cause issues between players, umpires, or bar staff.**